

# Camp Rainey Mountain 2015 Summer Camp Course Schedule (tentative)

Notes:		A/Y: RECOMMENDED minimum age / year of camp: 1 = Age 11 or 1st year, 2 = Age 12 or 2nd year, etc. E/V/H: E=MB required for Eagle Rank, V=for Venture Scouts, H=High Adventure				Rev 9.5.14		Course Period Times		P1	0915-1005	P4	1400-1450
										P2	1015-1105	P5	1500-1550
										P3	1115-1205	P6	1600-1650
##	Course	A/Y	Course Notes	PreRequisites	Add \$\$	Location	E/V/H	P1	P2	P3	P4	P5	P6
1	Aviation	1		4		Tech						1	
2	Basketry and Leatherwork	1	Kits vary, at trading post, do both MBs		\$27	Handicraft		1	1	1	1	1	1
3	Composite Materials	1			\$10	Tech				1	1		
4	Energy	1	Bring notebook	4		Tech				1	1		
5	Engineering	1	Notebook & broken device to dismantle			Tech						1	1
6	First Aid	1		1, 2d, 6c		Beaver	E	1		1	1	1	1
7								1	1	1		1	1
8	Fishing (Fly Fishing)	1	Bring gear, no license req'd Fly Fishing supplemental	7		Ballard		1	1		1	1	1
9	Indian Lore	1	Kits and costs vary, at trading post		\$12-\$24	Fox		1		1	1	1	1
10	Mammal Study / Insect Study	1		7 on Insects		Nature				1			
11	Metalwork	1		4	\$3	Handicraft			1	1	1	1	1
12	Nature	1				Nature				1	1		
13	Personal Fitness	1	7 & 8 will be started but not completed	Requirement 1a, 1b & 9		Fox	E	1	1	1	1		1
14	Swimming	1	Long sleeve shirt, long pants, belt, shoes and socks	Swim Test		Waterfront	E		2			2	
15								2			2		
16	Swimming Clinic	1	For non-swimmers or beginners (Not a MB)			Waterfront				1			1
17	Trail Head TNT	1	For new Scouts			Eagle/BW		3					
18	Foot Path TNT	1	For Tenderfoot Scouts			Eagle/BW					2		
19	Trail Blazer TNT	1	For 2nd Class Scouts			Eagle/BW					1		
20	Traffic Safety	1				Beaver		1		1			
21	Woodcarving	1	Bring knife and Totin' Chip		\$7	Handicraft		1	1	1	1	1	1
22	Animal Science	2				Nature					1		
23	American Heritage	2		3, 4		Ballard			1			1	
24	Archery	2	Includes materials for bow & arrows	1c	\$17	Range		1	1	1	1	1	1
25	Art and Music	2	Both MBs			Handicraft		1	1	1			
26	Astronomy	2	Binoculars	5b		Nature		1	1				
27	Bird Study	2	Binoculars	5, 7b, 8		Nature		1					
28	Camping	2	Bring your camping gear, Partial MB	4b, 5e, 7b, 9		Bear	E	1	1	1	1	1	1
29								1	1	1	1	1	1
30	Canoeing	2		Swim Test		Waterfront		2			2		
31	Cooking	2		Firebuilder, 7		Dining Hall	E	2			2		
32	Disabilities Awareness	2				Fox				1			
33	Electricity	2		2, 8		Tech							1
34	Electronics	2			\$10	Tech						1	1
35	Emergency Preparedness	2		1, 5, 8c, First Aid MB		Buffalo	E	1	1	1	1		1
36	Fire Safety	2		11		Buffalo		1	1	1	1	1	
37	Fish & Wildlife Management	2		5, 7, 8		Nature		1					
38	Forestry / Plant Science	2	Both MBs			Nature					1		1
39	Geocaching	2	Bring GPS if you have one	8, 9		Bear					1	1	
40	Lifesaving	2		Swim Test, 2nd Class 7a-c, 1st class 9a-c		Waterfront	E	2			2		
41	Mining in Society (NEW) / Geology	2				Nature				1			
42	Movie Making	2				Dining Hall					1	1	1
43	Oceanography (NEW)	2				Nature							1
44	Orienteering	2	Bring Compass			Bear			2				
45	Photography	2	Bring Digital Camera			Trdg Pst		1	1				
46	Pioneering	2	Know basic knots	Tenderfoot 4a-b, 1st Class 7a-c, 8a		Bear		2			2		
47	Pulp and Paper (NEW) / Forestry	2				Nature						1	
48	Radio	2				Tech		1	1				
49	Reptile & Amphibian	2	Bring findings from Requirement 8	8		Nature				1		1	1
50	Rifle	2	Includes targets, ammo, safety gear	1d, 1f	\$25	Range		1	1	1	1	1	1
51	Robotics	2			\$20	Dining Hall			2			2	
52	Rowing	2		BSA Swim Test		Waterfront		2				2	
53	Salesmanship	2	Work in Trading Post			Trdg Pst			1			1	
54	Small Boat Sailing	2		BSA Swim Test		Waterfront			2			2	
55	Soil and Water Conservation / Geology	2	Both MBs			Nature					1	1	
56	Space Exploration	2			\$12	Tech				1	1		
57	Theater	2		1		Handicraft					1	1	1
58	Weather	2				Nature			1				
59	Wilderness Survival	2	Sleeping bag, ground cloth, flashlight			Bear			2			2	
60	Veterinary Medicine	2		6a		Nature				1			
61	Archaeology	3	Bring notebook	8 & 9		Francklin Ch.		1					
62	Chemistry	3	Bring notebook		\$5	Tech		1	1				
63	Citizenship in the Nation	3		2, 3		Fox	E	1	1		1	1	1
64	Citizenship in the World	3				Fox	E	1	1	1	1	1	1
65	Communications	3		5, 8		Fox	E	1	1	1		1	1
66	Environmental Science	3	Course requires 5 hours class time as well as independent observation			Nature	E		2		2		
67									2			2	
68	Kayaking	3		BSA Swim Test		Waterfront			2		2		
69	Nuclear Science	3				Tech		1	1				
70	Search & Rescue	3		MUST HAVE 4 & 5		Buffalo			2			2	
71	Shotgun	3	Includes targets, ammo, safety gear	CRM recommends Rifle MB	\$30	Range			2		2	2	
72	Welding	3	Long pants, boots, long sleeves		\$24	Owl		1	1	1			
73	Aquatics Outpost @ Scoutland	4	WW Canoe, Sailing, Motor Boating, Water Skiing, All day off Site All Week	BSA Swim Test	\$45	HQ Porch	H				6		
74	BSA Lifeguard	4		15 years old, CPR Certified		Waterfront					6		
75	COPE (Ropes / Obstacles)	4			\$25	HQ Porch	V/H		3				
76	Climbing	4			\$30	HQ Porch	V/H					3	
77	Epic Adventure	4	All Day off Site All Week		\$65	HQ Porch	H				6		
78	GOLD RUSH!	4	Live like 1800 pioneer settlers		\$45	Ballard					6		
79	Whitewater Kayaking / Rafting	4	All Day off Site All Week		\$75	HQ Porch	H				6		